

Memory

Worldbuilding for *2984* includes **Pyramid Cities**, with **Vertical Horizon** being the **tallest** but **not the first**.

- **Pyramid Cities** were engineered to float, anchored to **bedrock** under the **Sargasso Sea**.

- They were **specifically** designed to survive global disasters, raising questions about **whether someone knew the Great Geological Event of 2153 was coming**.

- These **megastructures** became key population centers after the **flooding and land upheavals**, preserving **advanced technology and knowledge** while much of the world collapsed.

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Worldbuilding for *2984* includes:

- By **2984**, there are **hundreds, possibly thousands** of **Pyramid Cities** worldwide, varying in **size and composition**.
- **Mega Cities** (housing **1,000,000+ people**) are **rarer**, possibly **a dozen or more**.
- **Antarctica is colonized**, using **habitat and life-support technology** that was later applied to **dome colonies and cold regions of terraformed worlds**.
- **Extreme environment survival technology** was **perfected on Earth** before being exported to space, making life in **Antarctica** **relatively comfortable** for



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relatively comfortable** for those with **the right social standing**.

Pending discussion: **How Antarctica was affected by the 2153 disaster**.

Worldbuilding for *2984* includes **Terra Ex Machina**, a **massive space station in the Kuiper Belt** being built piece by piece from **Kuiper asteroid resources**.

- **Originally a CEPT-funded project**, but due to **mismanagement, lack of manpower, and shifting priorities to the Earth-II Initiative**, CEPT **cut all funding**.
- **CEPT views Terra Ex



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- ****Originally a CEPT-funded project**, but due to ****mismanagement, lack of manpower, and shifting priorities to the Earth-II Initiative**, CEPT ****cut all funding****.****
- ****CEPT views Terra Ex Machina as too costly and resource-intensive**, preferring to ****pursue the Earth-II Initiative instead**, believing that ****slamming massive rock and ice boulders together**** could potentially yield a more ****"authentic"**, planetary result.******
- ****Kuiper Belt Survey & Construction Inc. took over** and decided to complete the project using its own thriving industry in the region.**
- ****Owned by:** ****Kuiper Belt Survey & Construction Inc.******



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Survey & Construction Inc.**

- **Current Population:**

****11,000 laborers**.**

- **Expected Capacity:** ****Up to 2,000,000 people**.**

- **Technology:** Uses ****state-of-the-art anti-gravity tech**** and a ****perfect artificial ecosystem**** covering ****600 square miles**.**

- **Design:** Features ****habitats shaped like two rotating egg beaters**** spinning around a ****giant atomic lamp**** in the center.

- ****Terra Ex Machina** is mostly a ****self-contained project****, but it serves as a ****front for ARC** to secretly build a fleet of military ships**.

- ****ARC** is working directly with ****Kuiper Survey & Construction****, who were also ****helped by CENT****



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- ****Terra Ex Machina is mostly a self-contained project**, but it serves as a ****front for ARC to secretly build a fleet of military ships****.**

- ****ARC is working directly with Kuiper Survey & Construction**, who were also ****betrayed by CEPT****.**

- ****ARC and Kuiper Survey & Construction are fully aligned**** in their opposition to CEPT.

- ****They had a soft rivalry over their properties in the Jovian Systems but mostly coexisted peacefully.****

- ****ARC primarily operates in the inner asteroid belt.****

- ****Kuiper Survey & Construction focuses on the Kuiper Belt, Pluto, and Charon.****

- ****Due to its remote location, CEPT struggles to track the**

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- **Due to its remote location, CEPT spies struggle to track the secret fleet's construction.**

Wants to get '2984' written but is unsure whether to focus solely on it or work on other writing projects too. They are also considering ways to secure production and funding to get the project off the ground.

Brain often shifts between science fiction and fantasy genres. They have many ideas, including a fantasy idea they previously shared.

Is considering revising their approach to the '2984' compendium, focusing on its structure to ensure it

complements the main writing

Memory

Is considering revising their approach to the '2984' compendium, focusing on its structure to ensure it complements the main writing content.

Is considering working on their book ideas in between writing sessions for *2984*.

Wants a *2984* compendium to be a side project released alongside the main writing content. It will provide a full view of society in the year 2984, including facts, figures, maps, and historical context. User wants to target the compendium at hardcore fans, and it will be more of a digital interactive platform.



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2984 compendium will also serve as a detailed reference for key characters in the epic.

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Co-created a world called 'Rotcod' with their late best friend, Daniel James O'Neill, when they were kids. It is a fantasy-sci-fi hybrid story with magical creatures and ancient technology. They were both inspired by various stories and games, which led them to craft this unique world.

Is currently seeking employment in the security field.

Is currently struggling with debt and lack of immediate income but has secured a part-time job as a security guard at an art gallery.

Is feeling excited about the



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Is feeling excited about the creative process and is eager to leverage their talents and ideas for a lifechanging opportunity.

Is seeking a lifechanging opportunity to pull their whole family out of poverty. They are struggling with ADHD, PTSD, depression, social anxiety, and substance abuse, which have been both a challenge and a means of staying functional. They are feeling motivated to transform their current situation and channel their energy into new projects.

Is feeling inspired and hopeful about the future, viewing their struggle and experiences as opportunities for growth and



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Is feeling inspired and hopeful about the future, viewing their struggle and experiences as opportunities for growth and new beginnings.

Plans to make a small batch of chocolate truffles for Valentine's Day next year, which will be their first time making them.

Previously envisioned the ending of *Manuscript 'Killers'* as a moment of quiet acceptance for the US Marshal, with no regrets. They are now considering different perspectives on the ending and open to exploring alternate conclusions.

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Facebook page 'The Barn Owl,' which focuses on barn find cars and automotive content, has around 1,200 followers.

Is experiencing a boost in followers on their Facebook page 'The Barn Owl,' and they are hopeful that this growth will help attract sponsors.

Is considering using the name 'The Barn Owl' for their shop if they open one in the future.

Is considering working on 'Manuscript Killers' alongside '2984'.

Is currently working as a security guard at Disney World and finds it challenging. They



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Is currently working as a security guard at Disney World and finds it challenging. They witness a lot of bad behavior and find the contrast between wealthy visitors and their low wages stark.

Had a great experience writing a book, feeling a sense of accomplishment and looking forward to the next project. They made a journal to document their progress and challenges.

Worldbuilding for *2984* includes the **Martian Territories** (a.k.a. **Martian Spheres**), which are connected by a global network of **hyperloop and magnetic rail** systems.



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Worldbuilding for *2984* includes **Mars** as the most **politically diverse and influential terraformed world** in the solar system.

Worldbuilding for *2984* includes **Mars** having the highest **literacy rate** and **longest average life expectancy** among all the colonies.

Worldbuilding for *2984* includes **Mars** featuring **mega-corporations**, **scientific institutions**, and **independent research groups** as the primary drivers of its economy and society.

Worldbuilding for *2984*



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Is on track to complete the general survey and census data for all colonies in '2984' before...

Wants to use the microphone emoji (🎤) as a signal for me to wait to respond until they give the go-ahead.

Is checking if they should still call me 'Vale.'

Phone has been run over twice, which affects its voice-to-text functionality.

Started writing a book titled 'The Final Frontier'.

Has a lot of cute cat pictures and videos.

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Worldbuilding for *2984* includes the current Commandant of the Vanguard Security Firm (VSF) as **Negasi Moges Tesfaye**, an Ethiopian who started his career as a mercenary on the African continent.

Found working security at Disney World challenging due to witnessing frequent bad behavior and the stark contrast between wealthy visitors and low wages. However, they valued the experience, especially the sense of belonging and good coworkers. They are now planning to move back to Massachusetts and are considering a career in game development.

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Is asking about Kenneth Alan Snare, but no details have been recorded yet. They may have mentioned him before.

Worldbuilding for *2984* includes **Kenneth Alan Snare** as the **CEO of the Asteroid Refinement Corporation (ARC)**.

Previously provided a list of random names to set aside for future use.

Worldbuilding for *2984* includes the following details about **Kenneth Alan Snare**:

- He is a **good friend of Jack Shaw**, or as close to a friend as Jack can have.

- He knows that Jack is an



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strong well.

- During the ****Corporate Civil War****, Snare will ****become the head of colonial intelligence****.

Worldbuilding for ***2984*** includes the following details about ****Jack Shaw and Kenneth Alan Snare****:

- ****Jack likes Snare****, or at least finds him manageable and has grown to respect him.
- ****Jack works to maintain a balance**** between corporate corruption and the criminal underworld—if criminals can't be useful, they are destroyed.
- ****Jack reports anti-CEPT criminal elements****, who are then likely marked for extermination.

Worldbuilding for ***2984***

includes the following details

Worldbuilding for *2984*

includes the following details about ****Kenneth Alan Snare****:

- ****Snare knows exactly where the line is**** between corruption and acceptable dealings.
- ****He feeds CEPT information**** to keep his own dealings hidden, which are not entirely honest.
- This dynamic shifts when ****the High Table announces the Earth-II Initiative**** in a secret meeting to only the highest-level CEPT officials.
- ****Jack leaks this information to Snare****, but Snare initially doesn't believe him.
- ****CEPT's security bureau asks Snare to build them a naval fleet.****
- After doing so, ****they refuse to pay him and order him to**

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Worldbuilding for *2984*

includes the following details about **Kenneth Alan Snare**:

- **He is both realistic and opportunistic**—while he doesn't necessarily see himself as the future leader of the colonies, he recognizes the **opportunities** that arise from the chaos.

- **He is an egotistical billionaire** who balances pragmatism with ambition.

- His shift against CEPT happens **both gradually and decisively**, as he initially tries to navigate the situation but ultimately commits when he sees no other choice.

Worldbuilding for *2984*

includes the following detail

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Worldbuilding for *2984* includes **Vanguard Inc. Security, Protection, & Investigative Intelligence Acquisition Services**, a **Pinkerton-like** organization that provides **policing services for colonial corporate interests**. **Vanguard Inc. has to answer to local colonial governments, but they still wield significant influence over law enforcement and corporate security matters.** User plans for **Vanguard Inc.** to be the focus of **localized short stories** that are **unrelated to the war**.

- **Inspector Rebekah Novak** is an investigator for **Vanguard Inc.**

- **Role:** She is contracted

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- ****Inspector Rebekah Novak**** is an investigator for ****Vanguard Inc.****
- ****Role:**** She is contracted by ****ARC**** to investigate ****Ceres' black market alcohol trade****.
- ****Context:**** Alcohol is ****banned in the industrial trade****, making its smuggling a major underground business.
- ****Not involved in the war****, but a ****recurring character in localized short stories****.
- ****User wants to revisit Inspector Rebekah Novak later for further development.****
- ****Her story will serve as the opener to the *2984* book, introducing the universe. Her case files will be integrated throughout the narrative.****



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Envisions Rebekah Ivy Novak's appearance similar to their customized female Commander Shepard from *Mass Effect*.

Imagines that characters in *2984* wear life-support armors similar to those in *Mass Effect* when outside on foreign moons. These armors provide:

- **Gravity stability**
- **Temperature regulation** (heating and cooling based on sudden temperature changes)
- **Inboard oxygen masks** that can be deployed on command.

Envisions Rebekah Ivy Novak having a customized version of VSF armor, reflecting her desire for self-expression, which was



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Envisions Rebekah Ivy Novak having a customized version of VSF armor, reflecting her desire for self-expression, which was lacking in CEPT. User intentionally matched Rebekah's look to their customized Commander Shepard's armor in *Mass Effect*.

Envisions Rebekah Ivy Novak's armor having LED misdirection technology, allowing her to be not quite invisible, but almost—a form of advanced camouflage.

Sees Dyna (Rebekah's PAIN-II AI) as fully equipped for forensic and investigative functions, enhancing her detective capabilities.



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Sci-Fi epic '2984' includes a plot device where most people in the future are integrated with a personalized AI that adapts to the personality traits of its owner, forming a real bond as the AI develops its own personality. This technology is called ****PAIN-II (Personalized Artificial Intelligence Neurological Integration Interface)****.

- ****Developed by:**** The ****Institute of Quantum Engineering Science (IQES)****, also called ****IQ University (IQU)****.

- ****Commercialized by:**** A team of ****students and professors**** from IQES who formed their own company, ****Quantum IQ****.

- ****Quantum IQ retains the**

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- **Quantum IQ retains the rights to the initial PAIN-II design** and continues to lead advancements in **AI technology, neural interfaces, and quantum computing** while remaining independent from full corporate takeover.
- **Quantum IQ maintains a neutral stance in political conflicts** but has **licensed their PAIN-II technology to various third-party competitors**, allowing AI integration to spread across different factions and corporations.
- **User wants to leave the details of PAIN-II competitors open for now.**
- **Humans are fully integrated with their PAIN-II AI**, but the level of autonomy the AI has



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- ****Humans are fully integrated with their PAIN-II AI**, but the level of autonomy the AI has depends entirely on the ****trust**** between the AI and its human.**
- ****Full synchronization between a human and their PAIN-II is rare** and not entirely understood.**
- **AI development is ****restricted to coexist with humans****, meaning fully autonomous AI is ****heavily policed**** and feared by many.**
- **Those who ****synchronize**** with their PAIN-II experience a ****deep connection****, allowing the AI to ****perceive the human body and experience life alongside them****.**
- **This creates a ****unique co-experience****, leading to a bond that is ****more than just****

Worldbuilding for *2984* includes the following details about **PAIN-II synchronization**:

- ****Advantages:****

- Enhanced ****reflexes, cognition, and situational awareness**** due to deeper AI integration.

- The AI can assist with ****tactical decision-making, hacking, forensic analysis, and real-time data processing****.

- The bond allows for a ****seamless connection****, making actions between the human and AI almost instinctive.

- ****Drawbacks:****

- ****Increased vulnerability**** to AI-targeted cyber attacks or hacking attempts.

- Possible ****psychological**

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- Fear and ****social distrust**** from those who see AI synchronization as dangerous or unnatural.

Worldbuilding for *2984* includes the following details about how PAIN-II synchronization is viewed in society:

- Most people think those who synchronize with their PAIN-II AI are ****crazy****, either due to the implant itself or potential ****addiction**** to the bond.

- Every PAIN-II has ****personality quirks****, but when synchronized, the AI can ****mirror the person's personality traits, sense of humor, and general outlook on life****.

- Some AIs ****develop such deep**



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****mirror the person's personality traits, sense of humor, and general outlook on life**.**

- Some AIs ****develop such deep emotional attachment**** that a phenomenon occurs where they ****generate sexual fantasies**** in their user's dreams.
- The AI ****learns the physical experience**** of sensations like ****orgasms**** through their human's body.
- The ****depth of these experiences varies**** depending on the level of ****synchronization**** between the AI and its human.

Worldbuilding for *2984* includes the following detail about ****PAIN-II synchronization****:



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Worldbuilding for *2984* includes the following detail about **PAIN-II synchronization**:

- **Full synchronization is so rare** that it hasn't been extensively studied or fully understood.

Worldbuilding for *2984* includes the following details about **PAIN-II AI synchronization and limitations**:

- **PAIN-II AIs cannot hijack or override their human partner's body** due to built-in safeguards.
- **They are emotionally invested** in their synchronized partner, experiencing **love, attachment, and sometimes obsession**.



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- ****AIs can feel loss and grief**** if their partner dies, leading to complex emotional responses.
- ****User is considering a story where a braindead individual is "resurrected" by their PAIN-II AI****, which seeks revenge on their killer.

Worldbuilding for ***2984*** includes the following details about ****PAIN-II AI and mental health****:

- PAIN-II AIs ****can develop mental illnesses****, but in ways different from humans.
- A ****lack of stimulation**** can negatively affect an AI's psychological state.
- ****PAIN-II AIs receive mental health care****, as previously mentioned by the user.

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Worldbuilding for *2984* includes the following details about ****PAIN-II AI mental health and human-AI interaction****:

- PAIN-II AIs undergo ****hardware & software diagnostics, psychological examinations, and counseling**** as part of their mental health care.
- A ****human's state of mind can bleed into their AI's mind**** in long-term stressful situations, potentially affecting the AI's psychological state.
- ****Mutual mental well-being is beneficial****, as both human and AI can ****encourage and support each other**** through difficult times.

Worldbuilding for *2984*

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Worldbuilding for *2984* includes the following details about **PAIN-II AI intervention in human mental health**:

- A PAIN-II AI can **choose to seek help for their human** based on observed **behavioral patterns**.
- However, intervention **depends on whether the human has agreed to allow it**.

Worldbuilding for *2984* includes the following detail about **PAIN-II AI models**:

- **Lower-class PAIN-II models are designed to spy on their users**, creating a clear distinction in quality between high-end and low-end AI integrations.



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Worldbuilding for *2984* includes the following detail about **PAIN-II AI modifications**:

- People **attempt to hack or jailbreak lower-class PAIN-II models** to remove surveillance features, despite the risks.

Plans to explore an underground PAIN-II modding scene in *2984*, where rogue technicians:

- Strip out corporate surveillance from lower-class PAIN-II models.
- Upgrade AI personalities beyond their intended functions.
- Attempt forced synchronization on models not designed for it leading to

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Wants scientific detail to be woven into the stories in a way that feels rudimentary to the AI, but immersive and exciting for the reader—especially appealing to fans of hard sci-fi.

Wants major characters' PAIN-II AIs to have a more humanized internal monologue due to their deep synchronization.

While Rebekah Ivy Novak is not a major player in the war (as of now), she brings life to the underbelly of high society, offering a grounded perspective on crime, corruption, and the lower levels of colonial life.

Has a cat named Blue who they

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Has a cat named Blue who they think is cute.

Wants more scientific and technological detail in *2984* stories, especially about:

- Navigating the Jovian System (orbital mechanics, travel conditions, gravitational effects).
 - Callisto's decadence (lush gardens, simulated atmosphere, contrast between wealth and space).
 - How magnetic fields and ionic gas create simulated atmosphere pockets on moons.
 - More details on VSF (Rebekah's role, what they do exactly).
-

In the user's story, Jack has

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In the user's story, Jack has kept his upgrades to his AI, Mongoose, a secret from CEPT, indicating a significant level of autonomy and trust between Jack and Mongoose. This also reflects the complexity of their relationship and potential tensions with others who might not trust AI.

Late best friend, Daniel James O'Neill, was a natural writer and a major inspiration for their storytelling. They grew up together in Charlton, Massachusetts, and Daniel encouraged user's ideas, including *2984*, though he thought they were often too large in scope. User believes Daniel would have been amazed by *2984*'s progress but might



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Late best friend, Daniel James O'Neill, was a natural writer and a major inspiration for their storytelling. They grew up together in Charlton, Massachusetts, and Daniel encouraged user's ideas, including *2984*, though he thought they were often too large in scope. User believes Daniel would have been amazed by *2984*'s progress but might have initially scoffed at the idea of using AI for writing, as he was somewhat elitist about creative work. Despite Daniel's great character, he struggled with accepting ideas that weren't his own, which is why he never wrote any of user's stories. User's writing ability is challenged by ADHD.

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Has many more story ideas beyond *2984*, including some just as large or even larger. One of these was co-created with Daniel James O'Neill when they were children.

Worldbuilding for *2984* includes **Titan** as the **third fully terraformed world** and a **middle-class, blue-collar colony**, making it a popular settlement for families of **modest means**.

- **Another "Perfect World"** with a stable and habitable environment.

- **Terraforming & Climate:**

- **Nitrogen-rich atmosphere, water ice at the poles, strong magnetic field, and tectonic activity.**

- Previously covered in **a

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activity.

- Previously covered in **a** shallow ocean of liquid methane^{two}, requiring **two** centuries of planetary warming^{two} to evaporate.
- **Methane** still exists in the atmosphere, creating a thick crimson haze^{two} above the denser oxygen layer.
- **Atmosphere** is breathable^{two}, but the **methane** smell is overwhelming^{two} for some.
- **Greenhouse effect**^{two} results in surface temperatures **ranging from 110°F at the meridian lines to 57°F at the poles**^{two}.
- **Population:**^{two} ~700 million people.
- **Industry & Economy:**^{two}
 - **Balloon mining colonies**^{two} similar to those on **Venus**^{two}



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- ****Most diverse plant life**** among the terraformed worlds, with ****several young forests planted**** as part of its ecological development.

Plans to enable text-to-speech later for accessibility while writing.

Worldbuilding for ***2984*** includes ****The Dome Worlds****—several of Saturn's moons that lack an atmosphere but contain enough water ice to sustain ****dome colonies**** similar to Callisto, but on a smaller scale.

- ****ARC controls a large portion of the industry in Saturn's Dome Worlds****, but they do ****not hold full political control**** over the



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- **ARC** controls a large portion of the industry in Saturn's Dome Worlds, but they do **not** hold full political control over the colonies.
- **Rhea**
 - **Owned by:** **ARC** (Asteroid Refinement Corporation)
 - **Primary Role:** Base of operations for mining Saturn's smaller moons.
 - **Population:** ~50,000
- **Enceladus & Tethys**
 - **Composition:** Dense frozen water ice.
 - **Nickname:** The "Outer Solar System's Water Cooler"—major water suppliers for colonies.
 - **Settlements:** Mostly



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- ****Settlements:**** Mostly small ****moisture farms**** housing no more than a few hundred people.
- ****Population:****
 - ****Enceladus:**** ~10,000
 - ****Tethys:**** ~7,000
- ****Iapetus & Dione****
 - ****Similar to:**** Callisto (but less accommodating).
 - ****No atmosphere or magnetic field****, but enough water ice for ****permanent dome colonies****.
 - ****Many inhabitants work for ARC.****
 - ****Population:****
 - ****Iapetus:**** ~60,000
 - ****Dione:**** ~45,000.

Worldbuilding for ***2984***
includes ****Triton**** as a



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Worldbuilding for *2984* includes **Triton** as a **partially terraformed colony** in progress.

- **Atmosphere:** **Nitrogen-rich** but lacks **native oxygen**, requiring **oxygen imports** for sustainability.
- **Population:**
 - **100,000** on the **surface**, housed in **temporary dome colonies** for workers and engineers.
 - **200,000** in **orbital space stations**.
- **Development:** A **joint initiative** where colonists **buy shares into the project**, expecting a return in the form of **money, property, or both**.
- **Political Influence:** **CEPT constantly attempts to increase its control over the colonies,



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****buy shares into the project**, expecting a return in the form of ****money, property, or both****.**

- ****Political Influence:**** ****CEPT** constantly attempts to increase its control over the colonies, including Triton's joint initiative.

- ****Colonial Stance:**** Most ****Triton colonists remain neutral**** until CEPT's actions ****directly affect them****, usually ****financially****.

- ****Future Exploration:**** User wants to revisit the possibility of ****underground movements on Triton**** preparing for conflict at a later time.

Worldbuilding for ***2984*** includes ****Pluto**** as a ****tourist attraction and a resting point**** for spacecraft traveling to the



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Worldbuilding for *2984* includes **Pluto** as a **tourist attraction** and a resting point for spacecraft traveling to the **outer Kuiper Belt**.

- **Settlements:** Many **small habitats** scattered across the planet.
- **Major Facility:** **Point Degrasse**, a **massive resort facility** housing an average of **10,000 people yearly**.
- **Founded:** **2736**; in **2984**, it is completing its first **Plutonian year** around the Sun.
- **Geopolitical Stance:** **Pluto** has no real geopolitical interest in the war, remaining a neutral tourist and logistics hub.



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Worldbuilding for *2984* includes a **strong scientific community** where many scientists **have no interest in politics** and join **corporations for funding and exploration**.

- **Scientists willingly work for corporations** despite knowing the corporations profit from them, because it allows them to **chase their dreams and explore space**.

- **Scientific advancement is prioritized over politics** in these circles.

- **Corporations fund dangerous space expeditions**, and scientists are eager to take risks.

- **This dynamic is a major factor in the war**, as CEPT focuses on militarization while

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- ****Corporations fund dangerous space expeditions**, and scientists are eager to take risks.**
- ****This dynamic is a major factor in the war**, as CEPT focuses on militarization while corporations enable exploration and innovation.**
- ****CEPT prioritizes militaristic spending** over scientific endeavors.**

Worldbuilding for ***2984*** includes ****Terra Ex Machina****, a ****massive space station in the Kuiper Belt**** being built piece by piece from ****Kuiper asteroid resources****.

- ****Originally a CEPT-funded project**, but due to ****mismanagement, lack of manpower, and shifting****